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I, **J. Kenneth Creighton**, Vice President-Corporate Law Department, of **IGT**, the Assignee of the entire right, title, and interest in the US Patent Application(s) and/or Patent(s) identified on the attached Schedule A, hereby revoke all previous powers of attorney or authorizations of agent given and do hereby appoint the following attorneys or agents, with full power of substitution and revocation, to prosecute and transact all business in the Patent and Trademark Office connected therewith for the US Patent Application(s) and/or Patent(s) listed in the attached Schedule A:

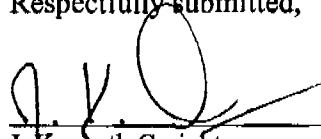
Customer Number: 73824

Please direct all correspondence in connection with said US Patent Application(s) and/or Patent(s) to:

Customer Number: 73824

Respectfully submitted,

Date: 10-10-07



J. Kenneth Creighton
Vice President-Corporate Law Department
IGT

PATENT

THE UNITED STATES PATENT AND TRADEMARK OFFICE

STATEMENT UNDER 37 CFR 3.73(b)


IGT, a Nevada Corporation, pursuant to 37 CFR 3.73(b), hereby states that it is the Assignee of the entire right, title, and interest in U.S. Patent Application(s) and/or Patent(s) on the attached Schedule A.

The entire rights, title, and interest in the aforementioned Patent Application(s) and/or Patent(s) were conveyed to, **IGT** via Assignment(s) recorded with the United States Patent and Trademark Office at the Reel/Frame Numbers on the attached Schedule A.

The undersigned, **J. Kenneth Creighton**, Vice-President-Corporate Law Department, has full authorization to act on behalf of Assignee, **IGT**.

Respectfully submitted,

Date: 10-10-07



J. Kenneth Creighton
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SCHEDULE - A

Serial No. Patent No.	Filing Date Issued Date	Applicant(s):	Title:	Reel/ Frame Recordation Date
10/035813 6793577	10/18/2001 9/21/2004	Karen Wilkins; Shannon L. Mason; Chris E. Hammond; Scott A. Boyd; Miles M. Patecg; Perry O. Cobb	GAMING MACHINE HAVING MULTI-ENDED POINTER FOR QUASI-DETERMINISTIC PLAY ("PICK-A-PRIZE")	017681/0693 5/30/2006
11/830560	7/30/2007	Robert P. Bartholomew; Erik B. Petersen; Lawrence R. Pitman; Michael B. Shelby	RANDOM BONUS PRIZE SHOWN ON THE SYSTEM DISPLAY	017681/0693 5/30/2006
11/830628	7/30/2007	Jeff Jordan; Richard J. Schneider; Scott A. Boyd; Glen K. Russell	VALUED END BONUS EVENT FOR GAMING	017681/0693 5/30/2006
10/425078	4/28/2003	Scott A. Boyd; Richard J. Schneider;	BONUS AWARD FOR GAMING MACHINES USING SELECTABLE SCRIPTS	017681/0693 5/30/2006
11/830609	7/30/2007	Scott A. Boyd; Richard J. Schneider;	BONUS AWARD FOR GAMING MACHINES USING SELECTABLE SCRIPTS	017681/0693 5/30/2006
11/830592	7/30/2007	Scott A. Boyd; Richard Jeffrey Jordan; Miles M. Patecg	SYSTEM CONTROLLED PLAYER-RELATED BONUSES IN GAMING MACHINES	017681/0693 5/30/2006
10/123918 6712697	4/16/2002 3/30/2004	John F. Acres	METHOD FOR CREDITING A PLAYER OF AN ELECTRONIC GAMING DEVICE	017681/0693 5/30/2006
11/830620	7/30/2007	Richard J. Schneider;	SYSTEM FOR IMPLEMENTING A SECONDARY GAME	017681/0693 5/30/2006
11/351093	2/9/2006	Jay S. Walker; Geoffrey M. Gelman	APPARATUS HAVING MOVABLE DISPLAY AND METHODS OF OPERATING SAME	020062/0586 11/2/2007

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10/444776	5/23/2003	Jay S. Walker; Geoffrey M. Gelman	APPARATUS HAVING MOVABLE DISPLAY AND METHODS OF OPERATING SAME	020062/0641 11/2/2007
10/389633 6878063	3/13/2003 4/12/2005	William J. Turner; Robert P. Bartholomew; Lawrence R. Pitman	METHOD FOR IMPLEMENTING SCHEDULED RETURN PLAY AT GAMING MACHINE NETWORKS	017681/0693 5/30/2006
29/214417 D521569	10/1/2004 5/23/2006	Richard E. Rowe, Scott A. Boyd; Kevan Wilkins	PERSONAL TABLE GAME KIOSK	017681/0693 5/30/2006
09/967337 6575832	9/28/2001 6/10/2003	Vincent S. Manfredi; Richard J. Schneider	METHOD FOR IMPLEMENTING SCHEDULED RETURN PLAY AT GAMING MACHINE NETWORKS	017681/0693 5/30/2006
10/120213 7033272	4/9/2002 4/25/2006	Shannon Mason	METHOD FOR IMPLEMENTING A SECONDARY GAME IN A GAMING MACHINE	017681/0693 5/30/2006
11/086256	3/21/2005	Richard J. Schneider; Lawrence R. Pitman; Michael B. Shelby	AWARDING A BONUS BASED ON A MAXIMUM BONUS CYCLE TIME	017690/0857 5/30/2006
11/830631	7/30/2007	Richard J. Schneider; Lawrence R. Pitman; Michael B. Shelby	AWARDING A BONUS BASED ON A MAXIMUM BONUS CYCLE TIME	017690/0857 5/30/2006
08/744516 6008784	11/6/1996 12/28/1999	John F. Acres; Bryan Quian	ELECTRONIC DISPLAY WITH CURVED FACE	017681/0693 5/30/2006

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09/122437 6312333	7/24/1998 11/6/2001	John F. Acres	NETWORKED CREDIT ADJUST METER FOR ELECTRONIC GAMING	017681/0693 5/30/2006
08/647621 5876284	5/13/1996 3/2/1999	John F. Acres; Jose Vega	METHOD AND APPARATUS FOR IMPLEMENTING A JACKPOT BONUS ON A NETWORK OF GAMING DEVICES	017681/0693 5/30/2006
08/706038 5854542	8/30/1996 12/29/1998	Mark G. Forbes	FLASHING AND DIMMING FLUORESCENT LAMPS FOR A GAMING DEVICE	017681/0693 5/30/2006
09/156469 6043615	9/18/1998 3/28/2000	Mark G. Forbes	FLASHING AND DIMMING FLUORESCENT LAMPS FOR A GAMING DEVICE	017681/0693 5/30/2006
09/105981 6231445	6/26/1998 5/15/2001	John F. Acres	METHOD FOR AWARDED VARIABLE BONUS AWARDS TO GAMING MACHINES OVER A NETWORK	017681/0693 5/30/2006
29/200426 D527770	2/27/2004 9/5/2006	Kim Martin	COLUMN MOUNTABLE PLAYER TRACKING DISPLAY	017681/0693 5/30/2006
29/226117 D520504	3/22/2005 5/9/2006	Kim Martin	ADJUSTABLE COUNTERTOP MONITOR	016736/0246 9/6/2005
10/087896 7048628	10/18/2001 5/23/2006	Richard J. Schneider	NETWORKED GAMING DEVICES USING BONUS TOKEN TO EFFECTUATE BONUS AWARDS	017681/0693 5/30/2006
10/189041 7037195	7/2/2002 5/2/2006	Richard J. Schneider; Cara L. Iddings; Lawrence Pitman	METHOD AND APPARATUS FOR AWARDING A BONUS ON A NETWORK OF ELECTRONIC GAMING DEVICES DURING A PRE- DETERMINED TIME PERIOD	017681/0693 5/30/2006

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11/155445	6/17/2005	Vincent Salvatore Manfredi; Jay Martin Roper	METHOD AND APPARATUS FOR AWARDING A MYSTERY PROMOTIONAL TICKET	016709/0303 9/1/2005
11/830638	7/30/2007	Vincent Salvatore Manfredi; Jay Martin Roper	METHOD AND APPARATUS FOR AWARDING A MYSTERY PROMOTIONAL TICKET	016709/0303 9/1/2005
09/134285 6607441	8/14/1998 8/19/2003	John F. Acres	METHOD FOR TRANSFERRING CREDIT FROM ONE GAMING MACHINE TO ANOTHER	017649/0631 5/22/2006
09/293491 6364768	4/15/1999 4/2/2002	John F. Acres; Richard J. Schneider	NETWORKED GAMING DEVICES THAT END A BONUS AND CONCURRENTLY INITIATE ANOTHER BONUS	017681/0693 5/30/2006
09/245048 6358149	2/4/1999 3/19/2002	Richard J. Schneider; Joseph G. Hart; Joseph W. Canon; Robert P. Bartholomew; Michael B. Shelby; Lawrence R. Pitman	DYNAMIC THRESHOLD FOR POOL- BASED BONUS PROMOTIONS IN ELECTRONIC GAMING SYSTEMS	017681/0693 5/30/2006
10/120196 6860811	4/9/2002 3/1/2005	Kevan Wilkins	METHOD FOR IMPLEMENTING A SECONDARY GAME IN A GAMING MACHINE	017681/0693 5/30/2006
09/104145 6375567	6/23/1998 4/23/2002	John F. Acres	METHOD AND APPARATUS FOR IMPLEMENTING IN VIDEO A SECONDARY GAME RESPONSIVE TO PLAYER INTERACTION WITH A PRIMARY GAME	017681/0693 5/30/2006

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09/134598 6371852	8/14/1998 4/16/2002	John F. Acres	METHOD FOR CREDITING A PLAYER OF AN ELECTRONIC GAMING DEVICE	017681/0693 5/30/2006
10/916343	8/10/2004	Vincent S. Manfredi; Richard J. Schneider; William J. Turner; Robert P. Bartholomew	METHOD FOR IMPLEMENTING PLAY AT GAMING MACHINE NETWORKS USING PLAYER RATING	017681/0693 5/30/2006
10/910755 7278916	8/3/2004 10/9/2007	Scott A. Boyd; Miles M. Patceg; Perry O. Cobb; Chris E. Hammond; Kevan L. Wilkins	GAMING MACHINE HAVING MULTI- ENDED POINTER FOR QUASI- DETERMINISTIC PLAY ("PICK-A- PRIZE")	017681/0693 5/30/2006
11/042471	1/24/2005	Scott A. Boyd; Kim Martin	SYSTEM FOR COMMUNICATING WITH A PLAYER	017690/0857 5/30/2006
11/558086	11/9/2006	John Leigh Beadell; Russell Chudd; Kay Vetter	SINGLE ACCESS MECHANISM FOR GAMING DEVICE	018528/0160 11/16/2006
10/573234	9/15/2004	Richard Jeffrey Jordan; Michael B. Shelby; Michael P. Coppert	PARI-MUTUAL BETTING WITH BONUS FEATURE	018592/0001 12/6/2006
11/938031	11/9/2007	Christian E. Gadda; Chauncey Griswold; Harold E. Mattice; James W. Stockdale; Richard L. Wilder	APPARATUS FOR USE WITH INTERACTIVE TABLE GAMES AND METHODS OF USE	
11/535600	9/27/2006	Harold E. Mattice; Chauncey Griswold; Richard L. Wilder; James W. Stockdale; Christian E. Gadda	MULTIPLE TOUCHSCREEN SENSORS ON A MONLITHIC STRUCTURE	018425/0112 10/23/2006

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11/397942	4/3/2006	Richard J. Schneider; Cara L. Iddings; Lawrence R. Pitman; Binh Nguyen	METHOD AND APPARATUS FOR AWARDING A BONUS ON A NETWORK OF ELECTRONIC GAMING DEVICES DURING A PRE-DETERMINED TIME PERIOD	017855/0062 6/28/2006
11/201632	8/10/2005	R. Jeffrey Jordan; Richard J. Schneider; Richard E. Rowe; Steve Kastner; Glen Keith Russell; Scott A. Boyd	SYSTEM AND METHOD FOR DELIVERING MYSTERY AWARDS	016683/0128 10/25/2005
90/007269 6375567	10/25/2004 10/23/2007	John F. Acres	METHOD AND APPARATUS FOR IMPLEMENTING IN VIDEO A SECONDARY GAME RESPONSIVE TO PLAYER INTERACTION WITH A PRIMARY GAME	017681/0693 5/30/2006
10/852830 7166028	5/25/2004 1/23/2007	Dustin Fasbender; David W. Kraft; John P. O'Donovan	GAMING METHOD AND APPARATUS WITH TRIGGERING OF BONUS EVENTS BY THE PRESENCE OF A TRIGGER SYMBOL IN PARTICULAR LOCATIONS	019920/0786 10/8/2007
10/085779 6984175	2/28/2002 1/10/2006	Binh T. Nguyen; Craig A. Paulsen; Michael T. B-Jensen	ELECTRONIC PAYOUT ADMINISTRATION METHOD AND SYSTEM	012986/0263 6/11/2002
10/401662	3/28/2003	William Foster; Kirk Tedsen	GAMING UNITS WITH AN ENHANCED GROUP BONUS ROUND	014197/0293 6/24/2003

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11/266636	11/3/2005	Binh T. Nguyen; Craig A. Paulsen; Michael T. B-Jensen	ELECTRONIC PAYOUT ADMINISTRATION METHOD AND SYSTEM	019928/0623 10/8/2007
11/058469	2/15/2005	Dustin Fasbender; David W. Kraft; John P. O'Donovan	GAMING METHOD AND APPARATUS WITH TRIGGERING OF BONUS EVENTS BY THE PRESENCE OF A TRIGGER SYMBOL IN PARTICULAR LOCATIONS	019928/0439 10/8/2007
09/761031 7156738	1/16/2001 1/2/2007	Richard E. Rowe	CASINO GAMBLING MACHINE WITH BONUS ROUND AWARD REDEMPTION	012459/0413 3/7/2002
10/481050	3/28/2002	Dwayne Nelson; David B. Haag; Steven Lemay	SYSTEM AND METHOD OF PROVIDING AN INSTANT BONUS FOR A GAMING APPARATUS	015046/0125 3/8/2004
10/261028	9/30/2002	Randy Mead	APPARATUS AND METHOD FOR PLAYER INTERACTION	013591/0184 12/19/2002
10/109226	3/28/2002	Jamal Benbrahim	INTERACTIVE PAYLINES	019928/0689 10/8/2007